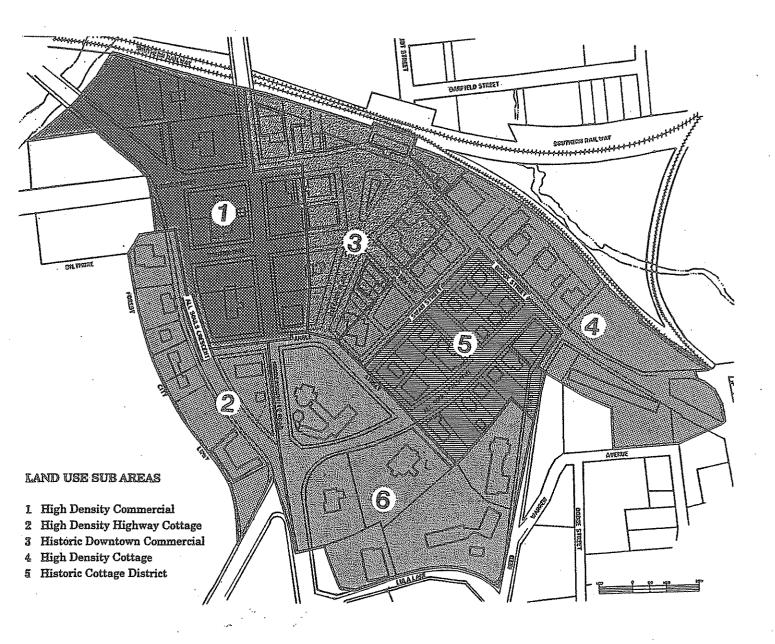
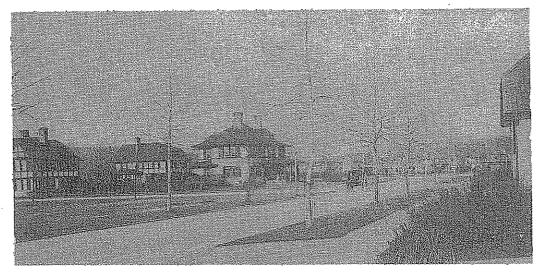
# CHAPTER 5: PROPOSED PLAN AND CHARACTER OF BILTMORE VILLAGE

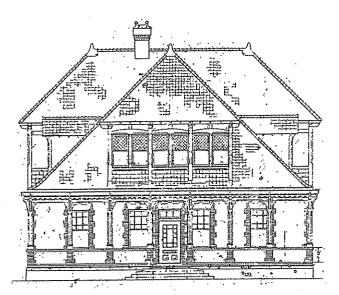
LAND-USE SUB-AREAS

56

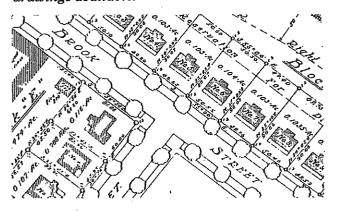




THE PROPOSED PLAN



Richard Morris Hunt's drawing of the Biltmore Estate Office building in the Village. The Biltmore Village Historic Museum has a catalog of Hunt and Smith drawings available.



Typical Street Layout

George Vanderbilt commissioned two of the most talented designers practicing, during his life, to create an ideal village. His dream, "The Project", flourished, declined and now is under going renewed interest in quality development. To try and rebuild today what was appropriate in 1895 would not be feasible. To try and develop a new plan without the benefit of the original plan would be a mistake.

Quite simply, our objective should be to appreciate and protect what is left from the original plan; retain what is good which has been built; phase out the rest; and rebuild in an historic context.

The Development Plan Steering Committee met twice a month for a year to determine what was best for Biltmore Village. During those meetings it was decided that relevant "contexturalism" was best for this Village. The Biltmore Village Historic District Design Guidelines prescribe three types of new construction for the historic district: reconstruction; historic style construction; and, contemporary styles which are "harmonious in form, material, and scale with the Village character." The committee and the consultant preferred reconstruction and design in the historic style as the types of architecture to be used to implement The Development Plan. Primarily the plan parallels the Biltmore Village Historic Design Guidelines.

However, in order to maintain the integrity of existing historic resources and encourage future development the Steering Committee conceptualized six development areas in lieu of the three areas described in the Design Guidelines. These areas are more specifically shown in the illustration on page 54, and are described in the following pages.

# VILLAGE SUB-AREAS

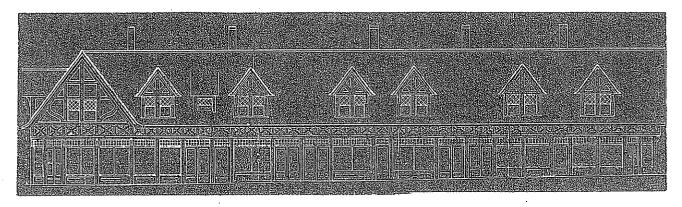
## SUB-AREA 1 HIGH DENSITY COMMERCIAL

### DESIGN ELEMENTS:

- · Zero Setback
- · Large scale development (full blocks)
- Multiple deck parking facilities in rear and on upper stories
- Storefront type facade at sidewalk
- 2 3 1/2 stories in height
- Architectural language to draw from original commercial style buildings or later multiple bay type development (see example above)



Concept Drawing - R.S. Griffin, AIA



Original commercial building - Biltmore Plaza



Concept Drawing - R.S. Griffin, AIA

## SUB-AREA 2 HIGH DENSITY HIGHWAY COTTAGE

### **DESIGN ELEMENTS:**

- · Increased building setbacks
- · Medium scale development
- Buffered surface parking
- Historic cottage or historic original commercial style architecture
- · 2 3 stories in height



Concept Drawing - R.S. Griffin, AIA

## SUB-AREA 3 HISTORIC DOWNTOWN COMMERCIAL

# DESIGN ELEMENTS:

- · Zero setback
- · Medium scale development
- Surface or multiple deck style parking facilities in rear or above grade
- Storefront type facade at sidewalk
- 2 2 1/2 stories in height
- Architectural language to draw from original commercial style buildings or later multiple bay type development



Concept Drawing - R.S. Griffin, AIA

## SUB-AREA 4 HIGH DENSITY COTTAGE

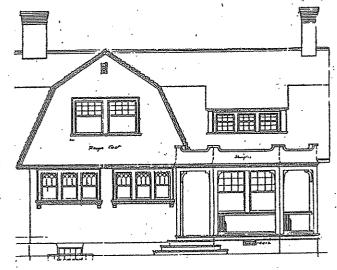
## **DESIGN ELEMENTS:**

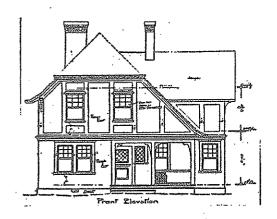
- Zero or existing cottage type setback
- Medium to large scale development
- Surface parking in rear
- Entry porches and steps encouraged
- 2 2 1/2 stories in height
- Architectural style to draw from cottage styles
- Repetitive roof bays to echo multiple cottages with respect to original lots.

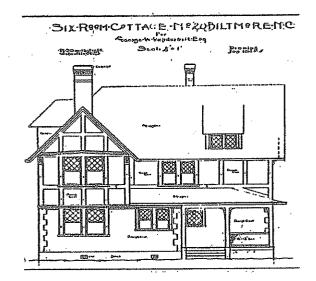
## SUB-AREA 5 HISTORIC COTTAGE DISTRICT

### DESIGN ELEMENTS:

- Existing cottage setback
- Small scale development (primarily restoration)
- Surface parking in rear; encourage use of shared lots
- Steps and porch entries
- · 2 stories in height
- Architectural language to draw from historic cottage style
- Setback additions from original facade and respect original bays







## SUB-AREA 6 INSTITUTIONAL/MULTI-UNIT RESIDENTIAL

## **DESIGN ELEMENTS:**

- · Open space
- · Shared multiple deck parking
- · Park like grounds
- · Walking paths